NOV 2018

GPOSERS

ジーポーザーズ

Performance!

Check out our Bard Perform lessons with Senpai!

Stylish Symphony

Old and new- these glamours will have you singing!

VOL.4 Crescendo

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GPOSERS

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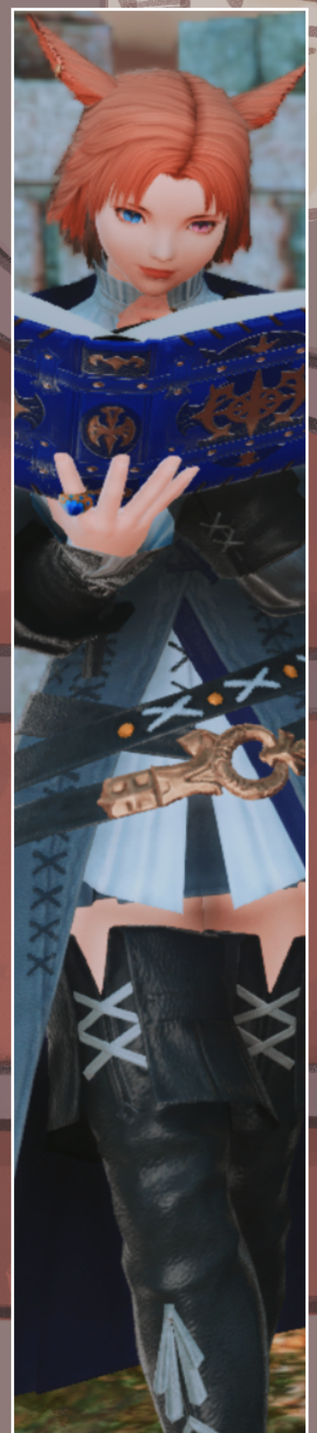
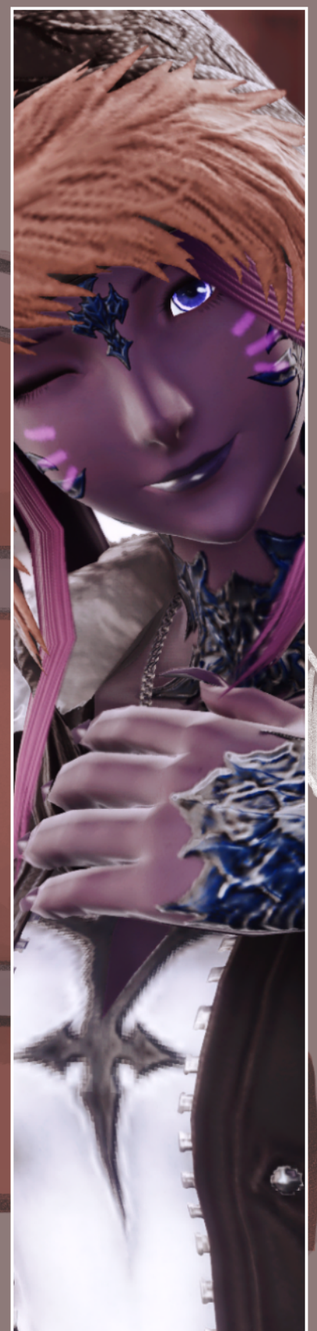
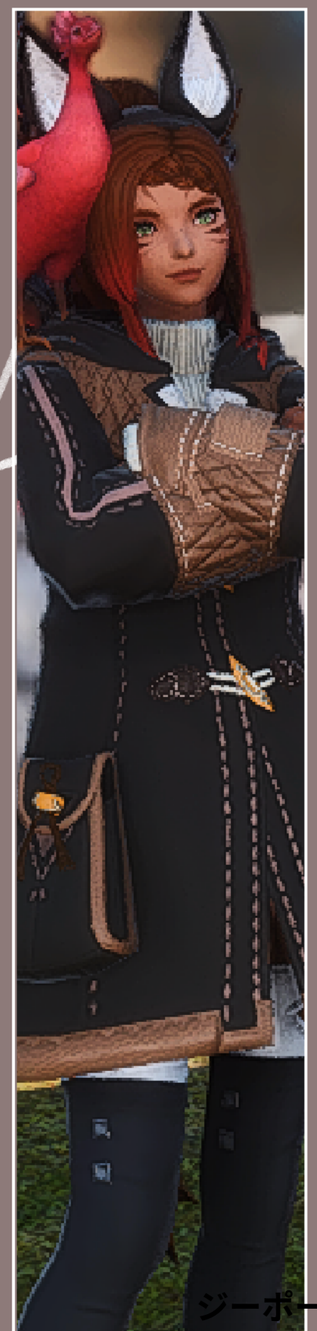
Symphony No.11

Meet Up Album

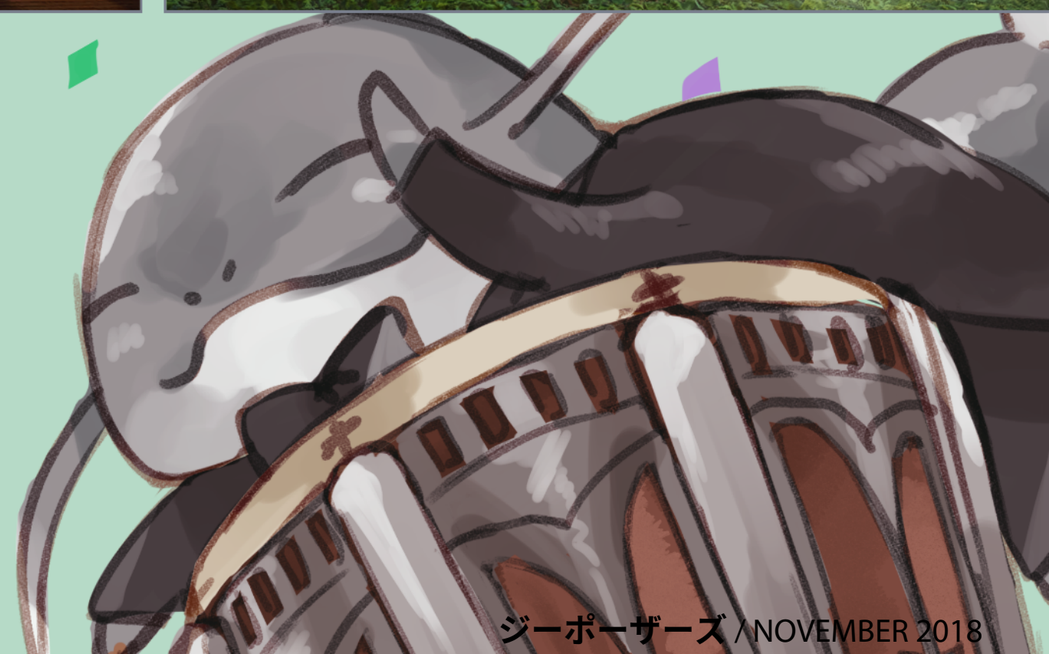
Thank you for the music,
the songs I'm singing
Thanks for all the joy
they're bringing







you'll find you're dancing to the tune
When hearts are high the time will fly
Soon



Join Us
GPOSERS
ジーポーザーズ

ONCE MORE, *with feeling*

Two words: Bard Perform. Now, I know what you're thinking: "Oh joy, time to mute performance and move somewhere else". But if I may, bard performance has its merits! I've studied and played music for around 16 years, so when they first announced bards were getting performance abilities, I was on cloud nine. And with the recent patches adding instruments, Perform was only further enhanced. That being said, I wrote down three melodies with varying degrees of difficulty for you to try! They are all written in treble clef, but do feel free to play around with octaves. Music is largely experimentation, finding new ways to move and lose yourself. If you're interested in learning to read or play music beyond spamming random notes, read on!

Simple Melody: *Dancing Lilacs*

Disclaimer, I wrote all of these melodies with piano in mind, but try out the other sounds as well! This first melody is in the key of C Major, sticking with whole steps, quarter notes, eighth notes, half notes, and a whole note to warm you up. The tempo is set to 60 beats per minute (BPM), which is the tempo your clock ticks away at. I took the liberty of labeling the notes as well! Once you reach the end, repeat again from the beginning.

Intermediate Melody: *Golden Hour*

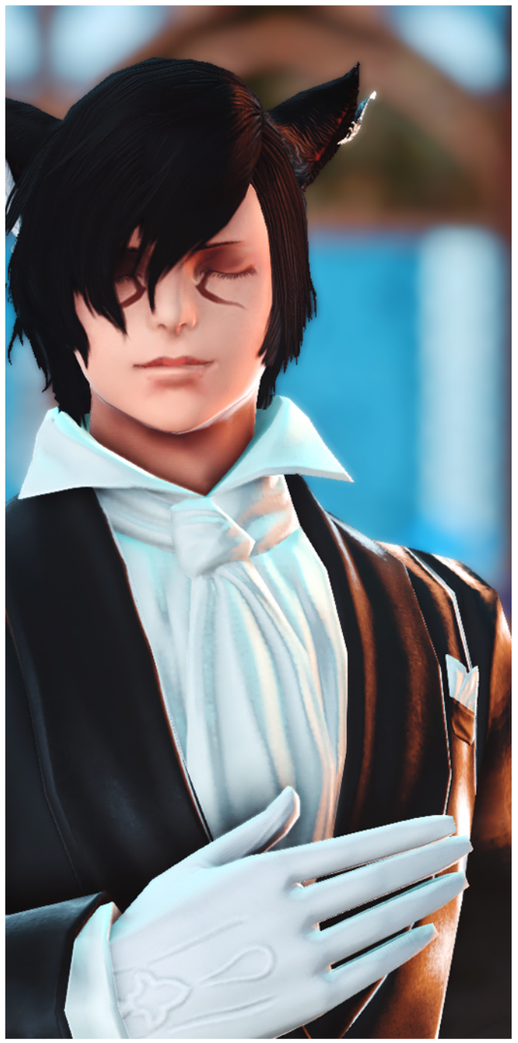
This melody ups the ante with a different key signature, B-flat Major or B-flat. This means that the notes B and E will be flat, or played a half-step down from the base note. To put it simply, the black keys to the left of B and E. The tempo has been increased to 100 BPM, and there is a new note subdivision: the sixteenth note. I have refrained from labeling the notes this time around. Challenge yourself!

Advanced Melody: *Singing Stars*

The final melody here has a few things going on. First, the tempo is at a speedy 120 BPM. On top of that, we're dealing with an entirely new time signature, ¾. That's 3 beats per measure, simply put. Lastly, we're dealing with the key of A Major, so the notes F, C, and G are played a half-step up. That means the black keys to the right of each note. This last one is a challenge, but just like real music, with practice you will get it!

And there you have it. Bard Perform has a ways to go, but there's a lot that can be done with what we currently have. Give these a try! And of course, have fun playing around with the various sounds available. Get some friends together and jam out!

YOURS,
full time Senpai



SYMPHONY OF STYLE

Missa Solemnis

LUDWIG VAN BEETHOVEN

Ludwig van Beethoven was a German composer and pianist, as well as a major figure in the transition between the Classical and Romantic eras in classical music. His musical talents were first displayed at an early age, and he was taught by his father as well as the composer and conductor Christian Gottlob Neefe. During his late 20's, his hearing had begun to fail, and by the last decade of his life he was almost completely deaf. This glamour was designed both around the style of the time and portraits of the man himself.

Ludwig van Beethoven

GEARSET

ALPINE COAT
Dye: Ink Blue Dye
Obtained: Litany of Peace (Main Story Quest)

EMPEROR'S NEW GLOVES
Obtained: Tataroga - Mor Dhona - Revenant's Toll (66 Gil) / Market Board

FAERIE TALE PRINCE'S SLOPS
Dye: General-Purpose Jet Black
Obtained: Veteran Rewards

PTEROSKIN SHOES
Dye: General Purpose Jet Black Dye
Obtained: Crafted (LTW Lvl. 60) / Market Board

Nocturne

FRÉDÉRIC CHOPIN

Frédéric François Chopin was a famous musician and composer during the 1800s. As a romantic artist, he was given the nickname: “Poet of the Piano”. This glamour is designed to represent his simple clothing, typical for a composer of his era. Formal, dignified, and elegant, this set is fit for a mastermind of music.

Frédéric Chopin

GEARSET

BOGATYR'S CIRCLET OF HEALING
Obtained: Amdapor Keep (Hard) / Keeper of the Lake

BEST MAN'S JACKET
Dye: General-Purpose Jet Black
Obtained: Crafted (WVR Lvl. 50) / Rianne - Ul'dah - Steps of Nald (18,000 Gil) / Market Board

LOYAL BUTLER'S GLOVES
Obtained: Mog Station

LOYAL BUTLER'S SLACKS
Dye: General-Purpose Jet Black
Obtained: Mog Station

HIGH HOUSE BOOTS
Dye: General-Purpose Jet Black
Obtained: Crafted (LTW Lvl. 60) / Market Board

THE POP ICONOCLAST

ANNIE LENNOX

Annie Lennox is known as one of the most iconoclastic musicians in the early ‘80s because of her androgynous look. She is considered a style icon with her short bright hair and bold fashion choices, usually consisting of tailored men’s suits. This set is inspired by one of Annie’s most memorable performance outfits: a red bra with a leather jacket.

POP ICONOCLAST

GEARSET

URAEUS COAT
Dye: General-Purpose Jet Black
Obtained: Crafted (LTW Lvl. 50) / Market Board

SERPENTSKIN DRESS GLOVES OF CASTING
Obtained: Crafted (LTW Lvl. 58) / Norlaise (16,077 gil) - The Pillars

STRIFE BAGS
Dye: General-Purpose Jet Black
Obtained: Veteran Rewards (60 Days)

HIGH SUMMONER'S BOOTS
Dye: General-Purpose Jet Black
Obtained: Fan Fest 2016 Reward / Future Mog Station Item

Boogie Wonderland

EARTH, WIND, AND FIRE

Earth, Wind & Fire has explored the musical genres of R&B, soul, funk, jazz, disco, pop, rock, dance, Latin, and Afro pop. They have all music ranging from the 1970s to the early 2000s. Their music has inspired many modern artists today, and this hip glamour look itself is inspired by one of their songs titled “Boogie Wonderland”.

Earth, Wind, & Fire

GEARSET

PINCE-NEZ
Obtained: Dzemael Darkhold / Market Board

HOLY RAINBOW SHIRT OF CASTING
Dye: General-Purpose Metallic Gold
Obtained: Crafted (WVR Lvl. 53) / Norlaise - Ishgard - The Pillars (15,444 Gil) / Market Board

QUAN
Dye: General-Purpose Metallic Gold
Obtained: Crafted (WVR Lvl. 70) / Market Board

BEST MAN'S GAITERS
Dye: Snow White
Obtained: Crafted (LTW Lvl. 50) / Rianne - Ul'dah - Steps of Nald (6,000 Gil) / Market Board

GOLD PACK WOLF EARRINGS
Obtained: Feast Rewards

macho men

VILLAGE PEOPLE

Village People are a disco group best known for their catchy tunes and often times suggestive lyrics. They are equally well known for their iconic yet stereotypical costumes that each member dons: that of a construction worker, a military man, a Native American, a cowboy, and last but not least a man in suspenders. These glamours are inspired by the unique fashion trend set by a real group of macho macho men.

village people

L: GLENN HUGHES

POSTMOOGLE CAP
Obtained: The Little Postmoogle That Could (Quest)

CHIVALRIC COAT OF STRIKING
Dye: Abyssal Blue
Obtained: Crafted (LTW Lvl. 60) / Market Board

FALCONER'S BOTTOMS
Dye: Abyssal Blue
Obtained: Crafted (WVR Lvl. 60) / Market Board

HIGH HOUSE BOOTS
Shoes: High House Boots
Obtained: Crafted (LTW Lvl. 60) / Market Board

R: VICTOR WILLIS

COMPANY TABARD
Dye: General-Purpose Jet Black
Obtained: Crafted (LTW Lvl. 60) / Market Board

ANEMOS SAROUEL
General-Purpose Jet Black
Obtained: Eureka Anemos Lockboxes / Market Board

HIGH HOUSE HALFBOOTS
Dye: General-Purpose Jet Black
Obtained: Crafted (LTW Lvl. 60) / Market Board

village people

L: ALEX BRILEY

ANEMOS SUSPENDERS
Dye: Millioncorn Yellow
Obtained: Eureka Anemos Lockboxes / Market Board

BEST MAN'S SLACKS
Crafted (WVR Lvl. 50) / Rianne - Ul'dah - Steps of Nald (12,000 Gil) / Market Board

PTEROSKIN SHOES
Obtained: Crafted (LTW Lvl. 60) / Market Board

R: DAVID HODO

BOARSKIN POT HELM
Dye: Snow White
Obtained: Crafted (LTW Lvl. 37) / Market Board

FLANNEL SUSPENDERS
Dye: Ice Blue
Obtained: Crafted (WVR Lvl. 60), Market Board

TANTALUS BREECHES
Obtained: Veteran Rewards (150 Days)

BEST MAN'S GAITERS
Dye: Russet Brown
Obtained: Crafted (LTW Lvl. 50) / Rianne - Ul'dah - Steps of Nald (6,000 Gil) / Market Board

village people

L: FELIPE ROSE

NEW WORLD HEADDRESS
Obtained: Crafted (WVR Lvl. 50) / Market Board

GAGANASKIN SANDALS OF HEALING
Dye: Royal Blue
Obtained: Crafted (LTW Lvl. 61) / Norlaise - Ishgard - The Pillars (19,994 Gil) / Market Board

COEURL TALISMAN
Obtained: Crafted (LTW Lvl. 50) / Market Board

CALLER'S LOINCLOTH
Dye: Qiqirn Brown
Obtained: Yolaine - Ishgard - Foundation (120 Centurio Seals) antiquated version & Bertana - Idyllshire - Illuminati Gobtwine to upgrade

R: RANDY JONES

ANEMOS HAT
Dye: Soot Black
Obtained: Eureka Anemos Lockboxes / Market Board

MIQO'TE VEST
Dye: Qiqirn Brown
Obtained: Maisenta - New Gridania (59 Gil) / Market Board

EXTREME SURVIVAL SLOPS
Dye: Shale Brown
Obtained: Crafted (WVR Lvl. 35) / Market Board

PAGOS BOOTS
Dye: Qiqirn Brown
Obtained: Eureka Pagos Lockboxes / Market Board

Music Icon of the 90's & 00's

BRITNEY SPEARS

Paying tribute to one of the most well known and iconic pop singers of the 1990s & early 2000s, this is a recreation of one of the iconic outfits from Britney Spears' Overprotected remix. The bright colors and bleach blonde hair make for the perfect throwback to the 90's.

britney spears

GEARSET

ENDLESS SUMMER TOP

Dye: Coral Pink
Obtained: 2018 Moonfire Faire Event / Future Mog Station Item

ANEMOS CHAPS

Dye: Coral Pink
Obtained: Eureka Anemos Lockboxes / Market Board

TIGERSKIN ARMGUARDS OF HEALING/CASTING

Dye: Coral Pink
Obtained: Crafted (LTW Lvl. 64) / Mol Merchant & Mender - The Azim Steppe (21,403 Gil) / Market Board

SONGBIRD BOOTS

Dye: Coral Pink
Obtained: Mog Station

Akatsuki 暁

AKIKO SHIKATA

Akiko Shikata is an ethnic Japanese singer and composer whose songs typically include vibrant vocals. This particular glamour-with its strong red hues-was designed to represent her song “Akatsuki” (which means “dawn”), which is usually associated with the burning (or crimson) sunset.

Akiko Shikata

GEARSET

TSUKUYOMI'S CANE
Obtained: The Minstrel's Ballad: Tsukuyomi's Pain

WHITE BRIGHTLILY CORSAGE
Obtained: Crafted (ALC Lvl. 53) / Market Board

FAR EASTERN MATRIARCH'S DRESS
Obtained: Mog Station

FALSE NAILS
Dye: Metallic Red
Obtained: Ananta Beast Tribe (6 Ananta Dreamstaff)

LADY'S CLOGS
Obtained: Mogstation

MASTER OF TIDES

LINDSEY STIRLING

Lindsey Stirling is a modern American violinist, who brings rhythmic stunts and dancing into her performances. Instead of playing classical tunes, she creates music with more of a dubstep feel that sets the stage for a whole new level of style on violin. This glamour is based on her elaborate pirate costume in her music video, “Master of Tides”.

LINDSEY STIRLING

GEARSET

SILVER TRICORNE

Dye: Dalamud Red
Obtained: Crafted (LTW Lvl. 43) / Market Board

SKY PIRATE'S JACKET OF STRIKING

Dye: Dalamud Red
Obtained: Crafted (LTW Lvl. 60) / Spoils Collector - The Pillars (5 Brass Sky Pirate Spoil) / Market Board

DIREWOLF SKIRT OF STRIKING

Dye: Soot Black
Obtained: Storm Private (Disciple of War Outfitter) - Wolves Den Pier (1000 Wolf Marks)

FALCONER'S BOOTS

Obtained: Crafted (LTW Lvl. 60) / Market Board

Ladies and gentlemen

Live from EORZEA

It's SHOWTIME!

6th Astral Moon 1920

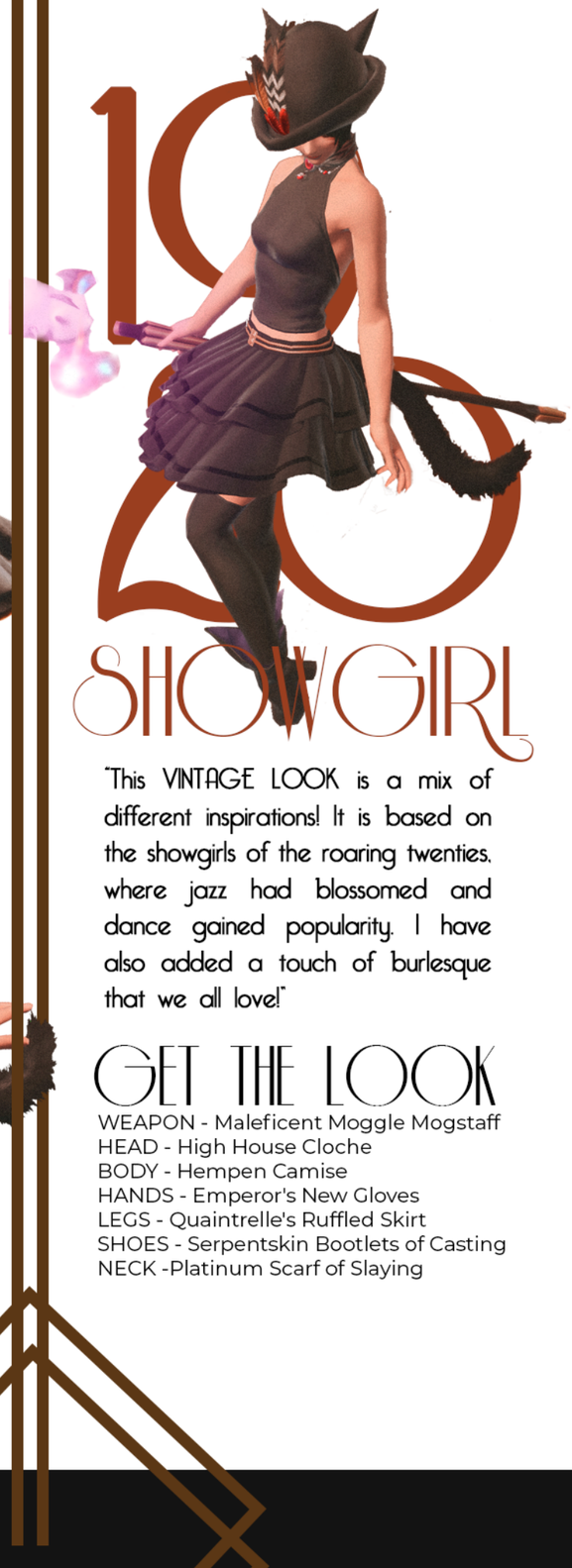
1000 gil

fan glam

"Our special guest today is
NENEKO NEKO
from RAGNAROK
who can't wait to show us
her glamour!"

"Fantastic!"

Don't you find her exceptional? The perfect look for an elegant, but at the same time spicy woman! Like curry rice! And who doesn't like curry rice?



1920 SHOWGIRL

"This VINTAGE LOOK is a mix of different inspirations! It is based on the showgirls of the roaring twenties, where jazz had blossomed and dance gained popularity. I have also added a touch of burlesque that we all love!"

GET THE LOOK

WEAPON - Maleficent Moggle Mogstaff
HEAD - High House Cloche
BODY - Hempen Camise
HANDS - Emperor's New Gloves
LEGS - Quaintrelle's Ruffled Skirt
SHOES - Serpentskin Bootlets of Casting
NECK -Platinum Scarf of Slaying

from Cleaner to Crowdpleaser

By Serenaya Carrin and Pinkie

The Quicksand is a quirky place, filled daily by the citizens of Ul'dah and surrounded by arid Thanalan landscapes. Conversation can be heard aplenty, and the hustle and bustle never seems to pause from morning till night. Jovial tunes of adventure songs are heard accompanying the crescendo of laughs, and the distinct noise of mugs hitting tables after mouthfuls of Lominsan grog are chugged by its patrons.

Despite this, upstairs in a lonely inn room, a miqo'te named Tara would continue to sit in solitude as she had for most of her life. Holding a job at the coliseum was rough. Though she put on a gritty attitude as she cleaned countless sets of armour, floors, and other equipment, she was soft inside and out and put up with it for little more than the meager handful of gil that it put in her pocket. Why an inn room? She had no real home unlike many of her Keeper of the Moon brethren, having left her mother and clan alike for an honest dislike of her peoples' way of life. An abnormal mindset perhaps, but not living the tribal life meant she had more time to indulge in her most passionate of hobbies: music.

She would sing everyday, matching as best she could the magic that poured from the modest orchestrion in her room. Using rolls given to her by kind folk, she'd stare at the ceiling or look out the window miming, singing, or even shouting the words that she'd come to memorize. Said rolls usually came from visitors from lands afar, who brought them as souvenirs or as a simple gesture of kindness to the downtrodden who weren't able to afford such luxuries.

Tara would occasionally venture down to the main floor of the Quicksand, joining the employees at the bar and paying no attention to the passing crowds that would occupy the establishment on a daily basis. Drunkards would oft approach with offers of drinks and other questionable favors, the physique from her job making her a prime target for their stares. It'd be easy to mingle and get to know folk, but Tara preferred her own company. While she had a dream of becoming a star like the Songbirds with the limelight shining on her, she was never one to overtly seek attention.

Exhausted from a particularly sweltering day at the coliseum, today was one of those days where Tara felt like seeing walls other than those of her inn room. Having to wash the overwrought clothing of the trainees took its toll, and she took a seat at the bar instead of climbing the rather unappealing staircase to her room.

"The usual please." She sighed out, while staring at the back of the barman who turned around and stared as though he'd just seen a ghost.

"Uh...aye, sure yer alright miss?" He inquired, noticeably worried by Tara's tone.

"I will be in a minute." She simpered, grasping the mug as it was handed to her, grasping it tightly to steady the flow of the ale as she nearly downed it in one gulp. She was met with surprise and nearly dropped her mug as a firm hand met her shoulder.

"Excuse me!?" She shouted, recoiling before sitting back down and staring into the man's eyes with disgust.

"Oh...sorry lass, just couldn't help bu' notice you were havin' a bad time there!" The man was a giant roegadyn, large in physique and adorned with a smile that showed odd teeth, his response calmed Tara slightly, though she remained on guard.

"Yeah, you could say that." She replied, noticing a small wooden platform being constructed nearby.

"Oh, what's this?" She asked, eyes widening at the sudden appearance of the structure.

"Tha's a stage, lass. Th' manager wants to try something new and have a few o' those that fancy a go at singin' to do so shortly. I hear yer music upstairs sometimes, I think ye could give it a right go..." The barman replied confidently, wiping down the counter as he spoke.

"Anyone else?" The manager shouted, glancing around the room only to find lack of raised arms sans those too drunk to understand what's going on, whose arms flailed to and fro in the air. His stare circled the room and settled upon Tara, who gulped and stood up without thinking.

"Ah, Tara! You'll 'ave a go won't ya!" He chuckled, stepping aside as her legs walked past.

She meandered across to the platform, looking around as all the eyes in the room locked onto her. “Is this what it’s like to be a star?” She thought to herself as her mind raced and her mouth went dry. It was a smaller crowd to those she had dreamed of for sure, but no less intimidating now that it was actually happening. Nonetheless, Tara was determined to at least grab a small taste of the spotlight and took a deep breath, exhaling the voice she’d been training for so long.

Jaws dropped, mugs fell to the tables, and everyone fell silent. Unlike the rest of the performers who were somewhat droned out by the usual talking and laughter, the audience was stunned as she began to gain confidence and belt out the lyrics until...it was over. She finished and quickly stepped down to run back to her stool. Seconds felt like minutes as the silence prevailed, until all of a sudden the crowd stood up and roared, clapping with enthusiasm. Tara couldn’t believe it and buried her head into her hands, tears of joy leaking from her eyes.

“Talk about a headline act!” The bartender from earlier said, giving her a personal clap of his own with his oversized hands.

“Y’know, jus’ so happens I know a few folk o’er in Limsa Lominsa and they’re in need o’ acts for upcomin’ events. Bit like this bu’ busier! Bigger! An’ I think you got what it takes, lass!” He said with a jolly tone, finishing his drink.

“Y-you think?” She stuttered, hardly able to believe what she was hearing as she wiped a tear from her bright blue eyes.

“Sure! Gi’me a few days and I’ll see you back ‘ere. Oh and uh...bring that voice o’ yers and something to sleep on. Ye’ll need it. I’ll put ye up in my place but I live on me own, y’see.”

Tara was wary of his intentions but chose to ignore them, the fear of losing her only chance to chase her dreams running through her head. A straight “Yessir.” was all she could manage before starting to run up the stairs to her room.

“What was your name by the way?” She shouted down from halfway up.

“Tobyn”, he replied.

Tara was wary of his intentions but chose to ignore them, the fear of losing her only chance to chase her dreams running through her head. A straight “Yessir.” was all she could manage before starting to run up the stairs to her room.

“What was your name by the way?” She shouted down from halfway up.

“Tobyn”, he replied.

A few days passed and having reserved some well-earned time off work, she met up with Tobyn. The pair headed for the airship at the peak of Ul’dah’s Hastings Tower. Before she knew it, she had arrived in Limsa Lominsa and was being escorted through alien streets and past a myriad of strange and rough-looking folk.

“Well...this place looks...nice.” She nodded, unsure yet still excited.

“Heh, maybe on the outside lass, but trus’ me, it’s got a bigger underbelly than even Ul’dah if ye follow me drift. Bu’ don’t worry I know it and the folk well enough, jus’ stay with me and don’t stare at anyone too long til’ yer performin’. Mind yer own business and they jus’ might mind theirs.” He waffled on for a while longer about the do’s and don’ts, the latter seeming to outweigh the former by a mile. Tara was not perturbed, however, having received a promise from Tobyn on the airship that she was in good hands and that the “people he knew.” were on the better end of the spectrum when it came to Limsa’s populace.

They arrived at the Aftcastle and were met with the sight of preparations for what seemed to be a festival-like event. It certainly looked more formal-like than the well-worn furniture being used in the Quicksand, that much was for certain. The pair approached the organisers, who welcomed them humbly. “Ahh! Tobyn! Great to see you! And this must be our new star in the making!” The slender Hyur figure stared down at Tara, as she smiled weakly.

“H-Hi.” She stammered, waving with a limp wrist and blushed cheeks.

“Oh don’t be so modest girl, I’ve heard all about you! Let’s just hope you can repeat your performance on a bigger scale, eh?” He chuckled confidently, walking off again and shouting orders at his colleagues.

“You...really talked me up didn’t you.” She muttered to Tobyn, noticeably scared by the man’s stern words. “Eh, not really. I jus’ said that yer better than most. Y’see he cobbles acts together, don’t really check much for talent, but if ye wanna make it big then you got t’ start somewhere.” Tobyn replied with sincerity. Tara nodded in response, quietly wishing that he’d gone into more detail back in Ul’dah, yet she was too cotton-eyed to even ask any questions aloud.

“Look, I can see yer worried, but trus’ me, ye pull it off here and ye’ll gain the respec’ ye need to be travellin’ all round! How do I know? I been in yer shoes, that’s how!” He smiled warmly, letting out a few strong tenor chords from his booming voice box. Tara gasped in awe, stunned as he lost himself in song before abruptly stopping and looking up at the sky.

“Right c’mon, lets get you back. Night ain’t a good time t’ be out here, even with the Maelstrom close by.” Tobyn said, grabbing Tara’s arm and hauling her back to his home.

Morning rose and the light from a window woke Tara from her shallow sleep on Tobyn’s floor, as the man himself snored away. “It’s tonight...” She thought, her stomach full of butterflies.

She took a moment to collect herself, stood up, and ran into another room to change clothes. The day flew by, and what felt like mere hours later she found herself walking toward the large stage.

All manners of folk occupied the surrounding footpaths, wealthy and poor alike, as the crowds filed in without much in the way of organization. Tobyn guided her to a more secluded part of the staging area, and the pair settled down in an isolated corner.

“Alright lass, this is it! Yer big day! Make it ‘ere and you’ll ‘ave offers from all o’er Eorzea! Think of it as an initiation! Think I said that right...” He pondered, making Tara giggle slightly.

“You did.” She nodded.

Not an hour later, the acts had began performing one by one, stepping up to the mark just as the drunkards had done back in the Quicksand. Cheers echoed off of the surrounding Lominsan towers, accompanied by the sound of folk who didn’t (or perhaps did) know their own limits fighting and brawling. The Yellowjackets naturally intervened where they could, but were clearly having trouble managing the crowds. Linkpearls were even provided to the folk furthest from the stage, so that they might hear the talent...or lack thereof.

Tara was last to perform, having been stuck on the end of the bill for the night, and now...it was time. She gingerly stood up and looked at Tobyn, quivering slightly. He gave her a warm wink and pointed to the stage. She approached slowly as the organiser she had met yesterday announced her arrival: “Our last, yet by no means least...Tara!”

She noticed that the crowd had grown increasingly rowdy as they cheered and jeered even louder than before. To the right of the stage was a small closed-off area with a fair few Yellowjackets surrounding it. Men and women of all races dressed in smart attire could be seen watching and nodding to one another.

“They must be the ones to impress.” Tara thought to herself as she stepped up in her humble hempen clothing, making herself known. The roars heightened and calmed as she managed a warm yet loud “Thank you!”, before breathing deeply and beginning her song.

Just like the first time, her confidence grew as the seconds passed. She closed her eyes and bellowed out every word to the songs she had chosen. The crowds roared even louder, and the important-looking folk to her right were noticeably happy as well. She entered her final song, smiling profusely and listening as some of the crowd even begin to join in. It was a dream come true...until she noticed a snake-like movement through the crowd on the left. Barely noticeable in the night-time darkness were two men fast approaching the stage where the yellowjackets were spread the most thin.

The yellowjackets had made it to the front of the absent-minded crowd-all of whom were either numb from alcohol or Tara's voice-yet the shady figures expressed no such interest in listening to her or drink alike. They bounded to the left of the stage and were just about to climb the shallow stairway, as the Yellowjackets caught sight of them and moved to intervene.

Time went into slow motion for more than a few moments, at least for Tara. Tobyn had warned her about the existence of such awful people, but this was the last thing she expected. She began moving right as she kept her voice high and mighty so not to lose the flow. While the authorities had engaged the figures, they were overtaken and pulled away from them by the flowing crowds.

Adding to the chaos, a distinctly large roegadyn man began knocking the crowd out of the way and making his way toward the figures, knocking the pair of them to the floor as soon as he reached them. Tobyn was not one to mess around.

Tara-now shaking-but so engrossed in her own singing, directed her magical chords towards the subdued men as the Yellowjackets regrouped and carried them away. Tara hit her last notes before falling silent; her cheeks were bright red, and beads of sweat could be seen covering her skin as she fell to her knees. Her legs were shaking and she needed to breathe, but much to her delight, nothing but cheers could be heard as the crowd went wild.

It was like nothing she had ever seen before, and she began crying once again, unable to comprehend her situation. Things had taken such a swift turn, and it was only right then that she realized what she had achieved. Tara lifted her head and turned to Tobyn, who had now returned to escort her off-stage. She stumbled down the stairs and sat back down in the corner.

"I-I did it..." She whimpered, hugging Tobyn as best she could.

"Aye lass! Ye did!" He replied with joy, his knuckles bruised from his brawl just moments ago.

Following the festival, Tara remained in Limsa Lominsa for but a few more days, during which she was approached by the folk in the fancy clothes from the other night. They took her aside-with Tobyn for security-and made her the offer to be the star performer at future events in Gridania and Ul'dah. She felt it an honour that she could hardly comprehend, but naturally accepted.

Perform these acts she did, and she quickly made a name for herself throughout Eorzea. She moved to live by herself in Gridania, finally afforded herself an Orchestrion. In her spare time, which had become rare, she listened to songs that ranged from sad to triumphant, reminding her of her start and rise. Tobyn retired as a bartender and remained a loyal friend, coach, and bodyguard.

When time permitted, she returned to Ul'dah; remembering her roots and performing in small venues such as the Quicksand, never forgetting where it all started.

The End.

GPOSERS MONTHLY CONTEST WINNERS

DANCING with COLORS

We all know that music is full of catchy melodies! Whether you enjoy them by tapping your foot to the rhythm or by humming your favorite tune in the shower, we think you'll enjoy the results of this month's contest! There are so many genres of music, and each can easily be associated with colors!

We wanted to see just how well the GPOSERS community could express themselves by Dancing with Colors for November's monthly contest! Here are our picks for the best dancers with the finest moves, who were dancing not only to the music, but to colors that spoke to their glamour and the scenery around them!

#1 SHADOW PAW phoenix

GOLD
BRITT NICOLE
DANCE: BALL DANCE

#2 ATHENA HART

omega

+ WALKING ON SUNSHINE
KATRINA & THE WAVES
DANCE: MOOGLE DANCE

#3 DAMURON ATOMAIS ragnarok

+ LIFE ON MARS
DAVID BOWIE
DANCE: GOLD DANCE

november birthdays

6 **Lantis Arkzerak**
Ragnarok / Oschon the Wanderer

Yumo Ohwah
Odin / Rhalgr the Destroyer

11 **Saphira Haruno**
Balmung / Nald'thal the Traders

12 **Selkie Nakae**
Lamia / Azeyma the Warden

13 **Arrior Button**
Phoenix / Byregot the Builder

14 **Misa Hirai**
Siren / Nophica the Matron

18 **Sayori Akiyama**
Faerie / Oschon the Wanderer

22 **Flara Starburst**
Famfrit / Azeyma the Warden

Kasai Kurayami
Moogle / Halone the Fury

28 **Rixas Acrisa**
Gilgamesh / Azeyma the Warden

member INTERVIEWS

Sayori
AKIYAMA
SERVER: FAERIE

Marot Satil: Good evening! Thanks again for deciding to move ahead with this interview! Getting started, how about you tell our readers a bit about yourself?

Sayori Akiyama: Hello! I'm Sayori Akiyama, a friendly white mage who enjoys healing in all different kinds of content. I'm an EU player who ended up starting on NA servers, so while time differences are not on my side, I do my best to adapt. Also, I'm a big user of Gpose like the majority of this great community!

M: White mage, eh? I've learned not to trust them after Kupaii started healing for my static...but I digress! You said that you started on NA servers, but are you still on one?

S: I am still on the same one that I started on: Faerie. It's a friendly and inclusive community so I enjoy it a lot.

M: Glad to hear it! So we know where to track you down, but about how long have you been playing?

sayori

S: This month will be 2 years from when I started! Well, technically, I did actually start in mid-September, but that was on the two week trial account. It was in the month of November that I started my subscription, so I count from there. And from there on I have been active till this very day.

M: Two years isn't too shabby! Now, you've mentioned Gposing already, but do any other activities in game particularly strike your fancy?

S: I recently joined my very first static to take down the Savage bosses of Alphascape, so for now raiding is closest to me. Apart from that I do have a lvl 70 black mage and paladin but unfortunately they are low geared-and I haven't touched them very often-so I'm scared to do stuff with them. Let's not talk about crafting and gathering... I power leveled my culinarian to 70 but I'm not doing anything productive at all with it. And well, 60 botanist...I'll stop there... I have to be honest, Gpose takes most of my time when I'm not doing anything that I just mentioned.

M: And there's absolutely nothing wrong with that! I've known a few people to date who haven't even finished the main story quests and spend all of their time Gposing; it's more common than you'd think! On this very same topic, do you have a favorite zone or area in-game?

S: You will for the most part find me around my free company house in the Mist. That's where most of the FC members idle for queues, hang around with our fun and derpy neighbors, and where I have my studio in my apartment. I don't have a clear favorite area in this game that I go to, only a very few ones depending on my mood or assignments. If it's for the music I go to Ul'dah during night time, and for couple photography then I end up in Lavender Beds. I don't stick to just one area but end up exploring most of the maps be it for amusement, inspiration, or chasing down Hunt mobs.

M: A proper explorer! That I can get behind, as I tend to be the same in games that allow it! Now, we know you Gpose, but do you have any thoughts about Gposing that you'd like to share?

S: Just that it's such a powerful tool! I've been playing a few MMORPGs prior to Final Fantasy XIV and none of them offer this level of control of the camera and posing abilities. The possibilities are so many, and I wish people who haven't or have just been starting to explore it to use it to the fullest. Not only for using it with your character, but also for connecting with other people. I find that most of the fun I have is when I have another player to interact with for ideas about locations, poses, glams, etc. It also makes me question myself with what I want to do with a photo. What is that I want to focus this time? Is it the outfit like most of the time, or maybe it's a certain trait and personality of this character that I want to capture. Or maybe it's the environment of a group of people. It's not always clear what I want to do, and sometimes the ideas appear like a sudden flash, but what's important is that you have the tools right there for it to happen. How you use them is all up to you and with time and experience you can create many different things for yourself or to share with others around you!

M: Such enthusiasm! You're far from the only one in our community who thinks that way! And speaking of, how has your experience been with us so far?

S: It's been pleasant! It's a very friendly and positive community and there is so much inspiration to pick up from all the creations coming from here. Looking at the many different screenshot channels you know what people enjoy the most, but it's also great to see artists with their fanart! I envy their talent and want to also be able to draw...some day...

M: Well when you get around to it, we'd love to feature your art in the magazine! The Artist Showcase is a recurring article, after all! Continuing with the community, how did you find out about us?

S: This will sound very random, but I found you after I got a Twitter notification that your account started to follow me. Curious as I was, I ended up on your Discord server. It was some time after The Moogle Post's meltdown and I had been looking for other places to go for a community, so I gave it a shot!

"there is so much inspiration to pick up from all the creations here"

M: I don't think it's random at all, actually! We've been working very readily on our social media presence-especially on Twitter-so I'm glad to hear it's working! About how long has it been since you joined?

S: The 25th of August! Yes, I had to go and check because my short term memory is awful! It feels like it's been longer though. Time surely flies differently.

M: It sure does! Feels to me like we started GPOSERS years ago, yet it has only been a handful of months now. Last one related to the community! Have any thoughts about our staff?

S: They're friendly, informative and always present in the Discord server. High quality magazines. I have absolutely nothing to complain about!

M: You flatter us!

M: Last question then! Have any words for all of the readers out there?

“May you find an area in this game that you can enjoy & treasure, and hopefully have good friends that you share things with to enjoy it even more! Many people will come and go during our journeys, but hopefully we can treat each other with respect and kindness to make our adventures in Final Fantasy XIV enjoyable ones”

- Sayori

AEON

LUNE'IR RA / AHNI RA

SERVERS: HYPERION / MATEUS

Marot Satil: Hello hello! Thanks for setting some time aside for this little chat! Jumping right into it, who are you? What world(s) do you play on? Who is your daddy and what does he do?

Aeon: Hello! Thank you for giving me the opportunity. My name is Aeon! I am Lune'ir Ra of Hyperion-a slightly edgy blue cat-and Ahni Ra of Mateus, a silly purple Au Ra. My dad is actually the moon, because we're all about praising the moon here.

M: A cat after mine own heart! I started off as a Keeper myself, but several fantasias (and years) later I settled on a Seeker that I just can't seem to escape no matter how many times I try. Speaking of, how long have you been playing?

AHNI

A: Seeker or Keeper, there's no escaping the cat! I have been playing since early April, in 2017. I first started the game on the free trial after some friends of mine recommended it to me. It was right when the trial nearly ended when the developers made the free trial unending-well, at least the time limit. I played for about three weeks before purchasing the game and starting my true journey in Eorzea.

M: But surely your true journey didn't actually start until you joined the GPOSERS community, am I right? You're not at all trapped here and being held against your will in a basement somewhere or anything. That would be crazy. Now, what do you normally find yourself doing in-game?

A: Crazy but not far from the truth. I kid, I kid, haha. Joining the GPOSERS community has definitely been a part of this journey, and one of the better experiences I must say.

A: Though I've been a little absent from Final Fantasy XIV as of late, my playstyle is focused on a few aspects: glamour & screenshots, casual content (either solo or with friends), and end-game raiding. When I was playing on Chaos I actively strived to learn more about the game and-in turn-become more skillful, so I could someday teach others about the boss fights like Mrhappy1227 who was a role model of mine at the time. Though I am an end-game raider at heart, I love taking screenshots and making glamours just as much. My characters have changed quite a bit as a result!

M: Glad to hear it! But, you're a Gposer and an end-game raider; I've seen personally how good of a mix that can be. I've only been killed a handful of many times by Kupaii and Yomi (two of the other Editors) Gposing instead of healing at the start of a pull in savage...which leads me to wonder if perhaps I'm the one doing it wrong! On that note, do you find yourself drawn to any classes in particular?

A: "OUCH! THOUGH I HAVE NOT BEEN CAUGHT /GPOSING DURING SAVAGE YET, I'LL GET CAUGHT EVENTUALLY!"

A: I am a proud...floor tank main, also known as a dragoon. I started playing dragoon full time once I finished 4.0. I was looking for an opening into savage raiding and I wanted to main a dps first since learning fights as a dps was easier than healing, to me at least. Ever since then I've fallen in love with the class. It's very simple yet still leaves for optimization, but my favorite part of the class is also the part that is memed the most: the jumps. Others may complain about the awfully long animation locks, and yes I do agree that they are rough to deal with at first, but I'll never stop finding it satisfying jumping back to a target when needed, or timing that Elusive jump at the perfect frame to narrowly "abuse" a knockback attack. I mained dragoon through my introduction to raiding, Sigmascape, but that that was not the case when I started week one of Alphascape. I was recruited as a bard, which is my secondary job. There's not much to optimize there, at least from what I can see compared to dragoon, but pressing all of the buttons at the perfect time-and there are a LOT of buttons to be pressed-is something I'm not comfortable doing while looking at the boss and memorizing it's mechanics. Lately though, I've been playing a lot of dark knight, getting it leveled. I love the aesthetics, the move set, and it also has a jump, so it's a match made in heaven. Getting good at dark knight is my current priority, alongside getting that blasted bard Heavensward relic.

M: Reminds me how much I miss Heavensward's iteration of dark knight; I mained the class from its release up until Deltascape V3 Savage where I switched over to warrior as it had become really terrible all around. I'm still curious how that's going to play out come 5.0! Classes aside, do you have a favorite zone or locale in-game?

A: I occasionally wish I could go back and play the earlier versions of the classes, or wish that Square Enix would give us the option to swap back to those old scenarios under very specific circumstances, but that will most likely not happen. Hopefully 5.0 doesn't ruin any classes eh? I do! People might find it odd that the snowy hellscape is my favorite region in the game, but Coerthas Western Highlands has continued to be my number one favorite region in the game, and nothing else even comes close. Though Camp Bronze Lake has a special place in my heart for previous importance in the backstories of my character-especially for the scholar questlines (To hells or high water!)-and many other areas such as Othard, The Black Shroud, and parts of La Noscea all have beautiful sections for pictures. Coerthas Western Highlands will forever be my favorite region unless Square Enix brings upon a new area in 5.0 that will change my mind. The reason for this is partially because I live up in Canada and I love snow, though this plays a role in the three main reasons why I love this area so much. The music, atmosphere, and character importance to Lune'ir and Ahni are the main factors driving my love of this region. I love Heavensward music to the seven hells and back, and the music that plays in Coerthas Western Highlands is not only beautiful, but perfectly matches the vibe that this snowy wasteland gives off. I mentioned character importance to Lune'ir and Ahni because I made it cannon in their backstories that they reside in one of those abandoned homes northeast of Falcon's Nest. The reason for this is that Lune'ir wanted a quiet place to settle in where there would be little disturbance, and those abandoned homes provide just that.

M: Rolling green highlands turned to a snowy wasteland; I wonder if you would have liked 1.0's version of Coerthas. Shifting topics a bit, do you have any thoughts on our community in general?

A: I might sound dumb in saying that I never knew it was once covered in grass, that comes as a surprise! Truly, the calamity changed everything. I do! I haven't been very active in communities until recently, but I've joined a number of different communities over the past few weeks. Many of them were welcoming, but GPOSERS stayed very consistent while many of the others died in activity after a minute of someone joining. I'm not the most social person in the Final Fantasy XIV community, but I actively wanted to interact here. Everyone felt welcoming and open, which is exactly what I personally look for in communities. I'm a very opinionated person, and have no problem in giving my opinions on topics regardless of it being negative or positive, but I'm happy to report that the GPOSERS has nothing but excelled past my expectations. Everyone should feel safe and able to make friends in a community, and GPOSERS does just that for me, and hopefully for everyone else that is part of this large family.

M: Very happy to hear that we're meeting and exceeding your expectations! And allow me to welcome you to the family personally, if I've not done so already! How have your interactions been with our staff so far?

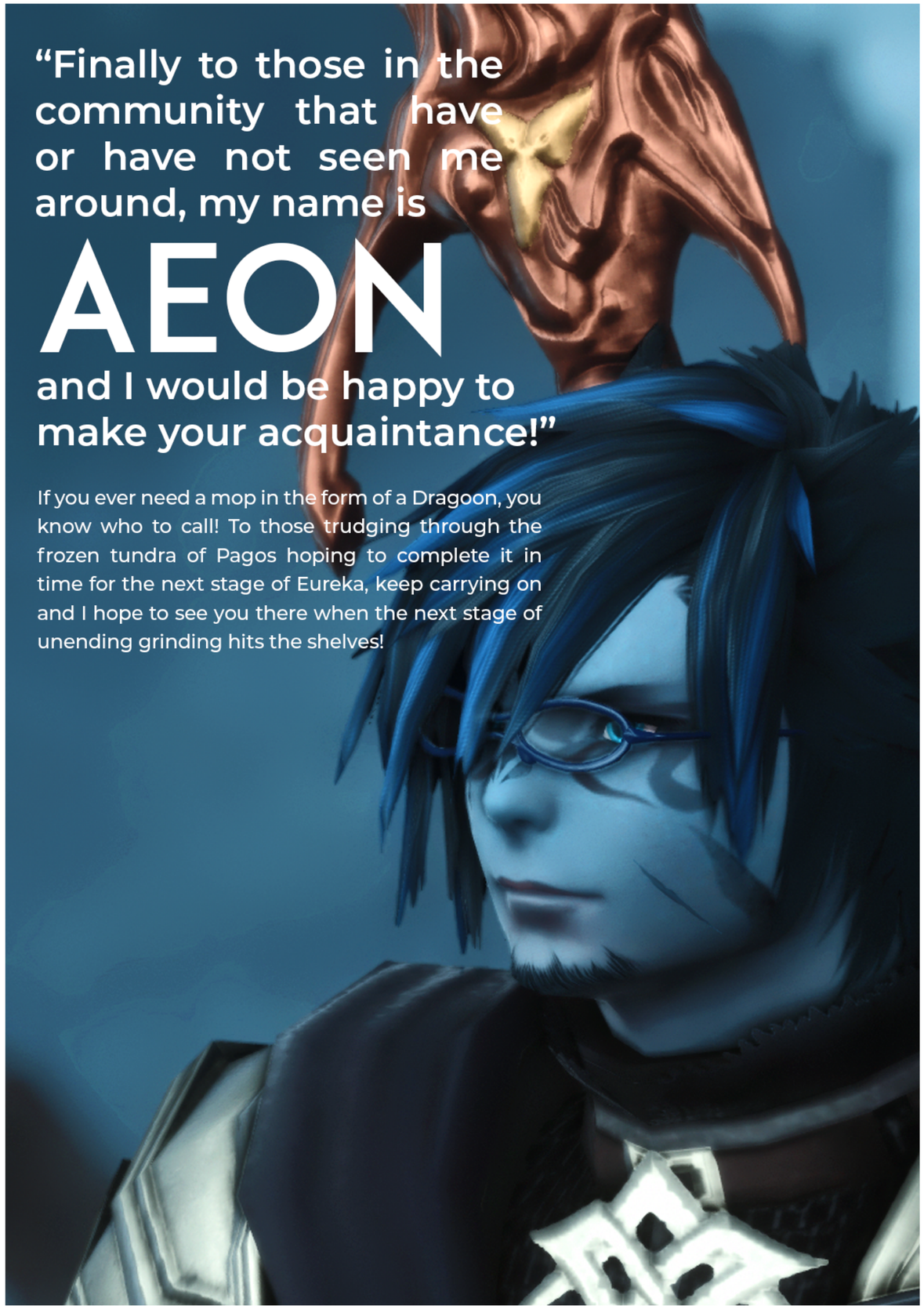
A: Thank you very much. Interactions with the staff have been great thus far! My most fond interactions have been a silly "competition" between Faust and I. Faust-if you're reading this-I will forever be the first to welcome people!

All jokes aside, the staff have been great, and so have the other community members. They're everything you could ask for in a group! They're very active and fun to talk to, and are part of one of the few communities that I've seen that spam the general chat with welcomes when someone joins. The staff are a family within a family, and they welcome anyone with open arms. Some of my fondest moments in this game are now contributed to interactions I've had with the staff. This is a group of people that have brought me so much joy, and have made me laugh harder than I have in years. I'm very grateful for getting the chance to befriend and hang out with this amazing group.

M: Careful to never get into a staring contest with him in the process; Faust is the void and you know what they say about staring into it.

M: Last question now! Do you have anything you'd like to say to all of the readers?

A: I'll just call in Artorius to help me out (cheers to those who get the reference, ashen ones!). To those who have read to this part of the interview, thank you very much for reading! It means a lot that people would actually listen to me give my opinion on certain topics. I love honest discussion, and nothing gets me more hyped than talking about Final Fantasy XIV and the content it brings to the table. To those who are considering joining the GPOSERS or are afraid to join a large community, give them a shot! I'm sure you'll have a very pleasant experience and will be welcomed into our large family.



ARTIST
SHOWCASE

Taya Mizuhiki

World: Mateus

SOCIAL MEDIA

Doodlehead32

Horror Contest Winners

ARTWORK BY

Miki Kawata

NEW STAFF INTRODUCTIONS

Ajisai Buhen

DESIGNER / PHOTOGRAPHER

Hello! I'm Ajisai Buhen from Exodus, and I'm an astrologian/white mage au ra. Feel free to call me Aji! I'm from the beautiful state of Vermont, and I'm a musician, a writer, an avid reader, and a lover of photography. I first got into Final Fantasy XIV close to three years ago, and while I may have taken a couple short breaks, I've been a happy player ever since! It's my first MMORPG, and a few friends managed to get me hooked near-instantly. I loved the music, the characters, lore, world building, and its overall design. I couldn't wait to explore everything the game had to offer!

I found that I quite enjoy raiding in XIV, as I like to always push myself to improve and be at my best at any given point! I love to learn, and apply anything I learn to whatever it is I am passionate about doing. So beyond healing in raids, that has likewise come to include Gpose, graphic design, and creative glamours! The screenshot community on Twitter became a really natural fit for me-even if I take long stretches of inactivity from my Twitter-and GPOSERS became an interest once they had followed me and I learned about the community. I tend to be a rather quiet person among the community, but I love to watch and participate when I can!

A friend pointed out the staff recruitment to me, and as a self-taught designer and avid Gpose addict, I was compelled to try my best to see if I could help out! I look forward to providing more work for GPOSERS in the future, and I am happy to have joined the team!

Cyane Monis

PHOTOGRAPHER / WEB DESIGNER

Hi! My name's Cyane, I'm a dragoon miqo'te from Omega. It hasn't even been a year since I first downloaded the game, after some friends recommended Final Fantasy XIV to me when I was looking for new MMORPG's. My principal in-game activity, besides tanking the floor for my static, is my (not so) recent addiction to Gpose. I may also have a glamour addiction, but I will never admit it.

I always want to try to be the best at whatever I do, which naturally guided me towards the raiding scene in XIV. When I discovered the Gpose communities and the screenshots people were able to take, I immediately wanted to do the same and ended up loving it! I discovered GPOSERS on Twitter and Tumblr, and thought it would be amazing to work for such a community; seeing it as a challenge.

I'm very grateful to be able to join the staff, and I hope people will appreciate my work!

Jake

DESIGNER

Good day! My name is JAKE. Yes. Just Jake. But you can also find me on Instagram as Kaneda Kanada and I have other monikers such as Butterslug and the crowd favorite: Samuel Wigley! I hail from the beautiful state of peaches & peanuts, Georgia, and I am a Designer for GPOSERS.

I am a non-player of Final Fantasy XIV with my favorite Final Fantasy games originating between one and four. I am friends and close with Yomi in real life and I owe it to them and Marot for introducing me to this wonderful community and allowing me to contribute to GPOSERS.

As a lover of art, design, & animation I chose to be here to both contribute my talents and to learn and grow. I hope to learn more about the world, history, lore, and community of XIV as well. As an outsider, I'll try my best to fit in and not let anyone down! It is my pleasure to make everyone's acquaintance. Toodle-oo!

Mimiki Miki

EVENT TEAM / GLAMOUR ARTIST

My name is Mimiki Miki. I'm a summoner and botanist main who has been playing Final Fantasy XIV since A Realm Reborn was still considered new. I started on Cactuar, but back when Mateus was a preferred server I decided to move while it was open. It wasn't long until more people came over and I fell in love with the now booming community. I focus a lot of my time on creating fun & unique events for the community through my own personal projects and helping event free companies get started on any server. But when I am not ankle deep in trying to make gil and obtaining minions to give back to the community, I love putting together glamours and running maps.

I joined GPOSERS to help bring more events to XIV and to let even more beautiful glamours come to light. I want the game to be as fun for everyone else as it is to me, and I think by working with GPOSERS I can do even more to make that a reality. By bringing together players we give them all a chance to make connections & long time friends, and I think friends are what make the game such a blast.

Misia Kitami

EVENT TEAM / PHOTOGRAPHER

Greetings! I am Misia Kitami and I hail from the world Mateus! I started playing Final Fantasy XIV a couple years ago, looking for a new game to fulfill my MMORPG needs. I have played many before and came from playing many sessions of League of Legends and general roleplaying. Instantly, I fell in love with the /gpose feature that was given in game. Little by little, I started to learn tips & tricks, and not only did I enjoy the game for its dungeons and stories, but I fell in love with being able to make a story with my own character through pictures and poses.

I had found GPOSERS through Instagram and even though I had many other communties tabbed in my Discord, this one stood out to me the most. I am all about a family of people who come together to love the same thing but in different forms of that same art. Joining them, I am able to bring my skills to the table in events, contests, designing, and even my photography. I hope being a part of staff, I can not only bring smiles and meet more amazing people here, but learn what it is that brings people together as a whole.

Thank you for allowing me the opportunity and I hope to do everyone proud!

Serenaya Carrin

AUTHOR

Hey there! My name's Serenaya Carrin, usually shortened to Seren, Sere, Ser, Serena, and the list goes on! Take your pick! I'm from Zodiark on the Chaos data center, I'm English born and bred, and I can usually be found chilling in Limsa Lominsa during my downtime.

I've been playing Final Fantasy XIV since January, boasting a lot of playtime between now & then due to having very little else to do! I absolutely fell in love with the game and the communities that I have found myself in. I can say with confidence that I have never played a game with such a diverse crowd, and would be lying if I said that I regret picking it up, as I've never met so many awesome people in one place. I find most of my enjoyment in hunting and raiding, with a big focus on content-clearing and dragging those S-ranks out of hiding for the masses to enjoy! As well, I try to push myself to be the best I can be at my main job as paladin. I love tanking and that means no pain, no gain…right?

I joined GPOSERS after a close friend recommended that I put my writing skills to the test, and I have to say that it has been great fun in the short time that I've spent on the team! I have always loved writing, and being able to put my imagination to work in a game I love is an honour & privilege (never mind something I have always wanted to do). It's like giving the game an extra purpose that allows me to put forth my passion and revitalise the creative brain that I haven't really been using much as of late.

I think that'll be all from me, but thank you for reading and I'll see you around!

Tachigami Okami

WEB DESIGNER

Hello everyone! I go by the name Tachigami Okami and previously Janie Zagattagun! I started playing Final Fantasy XIV 5 years ago, and it's been quite an adventure and drain on my wallet. I'm a jack of all trades in game, evidence proves that by my all 70s and lack of orange logs. I met my significant other in game as well, and we've been dating for over 4 years!

My true endgame is finding out of bounds glitches all throughout Eorzea. Not many feelings can match that of turning heads by showing off a screenshot in a locale that is unfamiliar or forbidden! I love the collaborative effort that Gposers represents, with people from all walks of life contributing their skills and talents! I'm happy to be just a humble piece of that effort!

THE PHOTOSMITH

SETTING the SCENE

WITH FREYA BLOODMOURNE

Hello GPOSERS! Freya Bloodmourne here once again with another Photosmith Guide!

During some discussions with both members and staff since my first guide dropped, a question emerged: How can I better my use of backgrounds for my subjects? There are many ways this can be done, but for the purpose of this guide my desire is to take a deeper look into composition by building off one of photography's cardinal rules: *The Rule of Thirds.* This one falls under one of the basics of photography, and you may be familiar with it or have heard of it. So sit back, grab a cup of coffee, and let's dig in!

THE RULE OF THIRDS

The Rule of Thirds is an extremely useful method in photography; in a nutshell, it's taking your 2D image and sectioning it into three parts both horizontally and vertically. It's a guiding grid that photographers use to add some more dynamics to their images by incorporating their subject in the narrative of the world around them. Why do they do this? Getting deeper into method, it actually stems from key components in classical art used for centuries by painters, and it follows the way the eye looks at an image and how our brains process art. The points I will address are the four points found at the intersections of the grid, which I will call focal points. These are the hotspots in an image, and will be the focus here! Placing the subject or the object you want the eye to be drawn to on one of the focal points will ensure it happens naturally!

This is an example grid splitting a 2D image into groups of three - horizontally and vertically. The red circles are the "focal points" mentioned in this guide, they are natural resting places for the eye in an image

So knowing this, how does this apply to a discussion of backgrounds? Effective use of your background can draw the eye to those points! Here we'll look at three different shots with effective background methods to draw further attention to our subject: **Horizon Lines**, **Guiding Lines**, and **Framing**!

The eye naturally follows the horizon, resting finally upon your subject!

HORIZON LINES

Outdoor shots are incredible, and the horizon line can be a great way to draw the eye from the background to your subject! It could be the straight line of the water for a beach shot or a jagged mountain range. Placing the horizon line on one of the gridlines using the *Rule of Thirds* while your subject resides on a focal point, creates a level of dynamics that effectively uses the background to compliment your subject without distracting from it.

GUIDING LINES

Guiding Lines are just as they sound, literal lines placed in your background that point to your subject. The *Horizon Line* can be used similarly as a guiding line. The use of guiding lines are great when tilting the camera angles, much like my example image here. Notice the subject resting on a focal point, your eye naturally gravitates there.

The lines in the background help to draw the eye around the shot but "guide" the eye back to resting squarely on the subject!

Doorways, arches, pillars, posts, trees...the list goes on and on!

FRAMING

This one is a personal favorite of mine, because its use can strengthen even a shot where the subject is placed dead center! Placing your frame on a focal point still effectively uses the *Rule of Thirds*, because the eye will follow the frame and rest squarely on your subject!

CONCLUSION

I want to express that this guide is by no means the end-all-be-all resource for creating images, but there are formulaic elements to art and photography that you can use to make your photos even better! Helping people understand these elements and how to implement them with their own photographic eye is the purpose of my Photosmith guides! Get out there, experiment, and have fun doing so! Play with your backgrounds, play with the horizon lines & framing; you may be pleasantly surprised with what *develops*! The GPOSERS community Discord is a great place to share your images, and if you haven't checked us out, please do, We'd love to meet you! If you want to know more about the topics discussed in the photosmith guides or have any gpose questions, please send me a message, it will help me in writing future guides! **Happy Gposing!**

Photosmith Freya

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